

week 4:	any which way
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It is always important to know the exact direction you are going to and the exact direction you are coming from when exploring in the great outdoors ...

Games:

1. **Wide/Active:** How to care for the compass/eight points of the compass.

Instruction is required before playing this game. Prepare cards for the Silver Wolf trail – 8 points of the compass and for the Gold Wolf trail, the cards will each have a sentence stating how to care for the compass. Let the cards be colour coded so that the Cubs can tell the difference between the two trails. Scatter the cards around a designated area. Cubs are to work in pairs. Those working on the Silver Wolf trail need to find the relevant cards and once they have found all the cards, they are to come inside and place them in the correct order according to the points of the compass. Those working on the Gold Wolf trail need to find all their cards and come back inside and place the cards out and discuss what each card means. (Maybe include a couple of cards with statements having no relevance to looking after a compass to ensure that the Cubs are aware of what is right and wrong.) Supervision is required to ensure the Cubs have grasped the concepts as per the requirements.

2. **Relay:** Space Ships

Game module: Page 38

2. **Revision:** Compass Trail

Game module: Page 39

3. **Quiet:** Compass Bingo

Give each Cub a sheet of paper, divided into squares (much like a bingo card). Anywhere from 16 or 25 squares is good. At the top or bottom, put the 8 points of a compass to help the Cubs learn. The Scouter has a master card, with items pre-drawn on it. For example, in the top left corner might be the letter A, next to it a kite, next to that a hat, etc. Each space in the "bingo" card should be filled with something that is easy for the Cub to draw.

How to play: The Scouter describes the location of a square using the compass points, then tells the Cubs what to draw in that square. As the Scouter goes, he/she marks it off on the master sheet so none are repeated, and continues until all the squares have been marked off. *Example:* "Find the squares that are at the north. Now go to the square that is as far west as you can go. Put an A there." (The Cubs draw an A). "Now go 2 squares to the east and one square to the south. Draw a tree there." Continue until all squares are filled. For younger Cubs, give them hints sometimes, like "this square is beside the tree". When everything is completed, the Cubs can compare their drawings.

5. **Team:** No sun!

Revise sun travel – sun rises in the East and sets in the West. What happens if there is no sun at all? There would be darkness. The Cubs line up in relay formation and each Cub is blindfolded, one at a time (i.e. they are in the dark). The Sixer stands at one end of the designated area and calls directions to guide the Cub in his Six through the dark forest of trees and bushes (the rest of the Cubs who are squatting down all over). Once

the first Cub in each Six is through blindfold a second Cub in each Six and let the Cubs forming trees and bushes change positions. Continue until everyone has had a turn.

Exploring is fun – we need to be able to remember what we have discovered.

Sense training:

1. **Sight:** Compass Kim

Draw the compass upside down and at each point draw a different object. Pack look for one minute, remove from sight, Cubs to write down what drawing at what point. Which drawing was north?

2. **Sound:** Listen carefully..

Obtain opaque containers (for example, black film canisters). Label them with numbers or letters. Select things that will make sound when shaken and fill two containers with each. Have the Cubs shake the containers and try and locate the pairs. Bonus points if they can guess what makes the sound. Alternatively, shake the canisters and the Cubs also have to point to the direction the sound is coming from before trying to identify the sound. Some sample items you could use include: salt or sugar, rice, coins, a marble, bingo chips or tiddly winks, small stones, oatmeal etc.

This is a fun story to help us remember the points of the compass.

Yarn:

Each Cub brings a chair into the circle. Divide the circle into the 8 points of the compass. Leave a clearly defined space between each point. When each section is called, for instance, NORTH, they stand up, turn around and then sit down. Each section does the same thing when their compass point is mentioned. When the story teller says WORLD, each player moves (clockwise) over one chair. Each player should note which section they are now occupying. (You can use more than one circle depending on the number of Cubs in your pack.)

The Wedding

A big important wedding is being held this year. The daughter of King NORTH is being married to the son of King SOUTH. It is going to be a very grand affair with guests from all parts of the WORLD. From the land of the rising sun, the Emperor of the EAST and his wife, the Empress, and from the other side of the WORLD, King and Queen WEST with the little Prince NORTHEAST and the Princess SOUTHWEST.

The bridegroom, son of King SOUTH, has invited his cousin SOUTHEAST to be the best man. The bride, daughter of King NORTH, has asked her best friend, NORTHEAST, who is also a cousin of SOUTHEAST, to be Maid of Honor.

The Queen of the NORTH was very busy trying to find places for the visitors from all over the WORLD to stay. The Emperor EAST and his wife the Empress EAST had brought so many servants to wait on them, that the little town was beginning to be very overcrowded. To add to the confusion, King and Queen WEST had brought so much luggage that it took 3 wagons to haul it to the NORTH palace. Queen NORTH looked quite worried; where in the WORLD was she to put it all?

In the last wagon, Prince NORTHWEST and Princess SOUTHWEST had put all their pets which they couldn't bear to leave behind. Four SOUTHWEST cats, four big dogs (which came from the

other side of the WORLD), and a cow and a goat from the EAST. The cousins SOUTHEAST and NORTHEAST thought they were very odd things to bring halfway across the WORLD to a wedding. At last the great day dawned, beautiful and sunny. The procession started to go to the NORTH Cathedral from NORTH Palace, and people from all over the WORLD cheered. After the ceremony in NORTH Cathedral, the procession returned to the NORTH Palace for the wedding breakfast.

First came King NORTH, with Queen SOUTH on his arm. Next came King SOUTH with Queen NORTH. Following then came King and Queen WEST, with Prince NORTHWEST and Princess SOUTHWEST. Looking very grand in their silk robes were the Emperor of the EAST and the Empress of the EAST. The guests from this part of the WORLD came next. Cousins SOUTHEAST and NORTHEAST then appeared. Then came the moment the whole WORLD had been waiting for. The beautiful bride, daughter of king NORTH, and the handsome bridegroom, son of King SOUTH, were standing in the doorway. Guests from all over the WORLD threw confetti and rice as they ran down the steps to the famous NORTH glass coach.

After the wedding breakfast at NORTH Palace, the bride and groom left on their honeymoon around the WORLD. Prince NORTHWEST had tied an old boot on the back of the car, and Princess SOUTHWEST had printed "Just Married" on the front. The whole WORLD laughed and cheered and waved good-bye and good luck, along with Prince NORTHWEST, Princess SOUTHWEST, Cousins NORTHEAST and SOUTHEAST, Emperor and Empress EAST, King and Queen SOUTH, and finally King and Queen NORTH.

So ends a happy and exhausting day!

There are many different instruments which help with direction.

Craft/Activity:

1. **Activity:** Make a compass

Activity module: Page 17

2. **Handcraft:** Make a wind vane

Activity module: Page 18

We must always remember to listen to what Akela has to tell us especially when going on an outing near water.

Singing/Play Acting:

1. **Singing:** My Bonnie lies over the ocean

Singing module: Page 16

2. **Playacting:** Akela Says (Simon Says)

Have the Cubs form a loose group in a designated area. The Scouter calls out "Akela Says" and then various instructions (as given in the example below). The last to move (or not to move) is out. If the Scouter doesn't call "Akela Says" anyone who moves is out. Here are some examples:

- Akela Says act like the Bandarlog
- Akela Says take a step to the East (to revise direction if required)
- Act like a dog (anyone who moves is out)
- Akela Says do a somersault

- Etc.

Advancement covered:

Silver Wolf:

Compass and Mapping: Eight points of the compass. (Wide, revision and compass games)

Gold Wolf:

Compass and Mapping: Show how to use and care for a compass. (Wide game)